

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

- 04
1. (Currently Amended) A rich media communication system, comprising:
a theater including a representation, associated with a person, ~~the representation~~
providing to provide a choice of visual presence, including at least a personalized three-
dimensional avatar representation of the person based on sensed geometric features of the
person; and
a player ~~for presenting to present~~ the theater at a remote location.
 2. (Currently Amended) A rich media theater controller, comprising:
a theater window having a background presentation scene; and
a presentation control ~~for selecting to select~~ a character for a presentation in the
theater window,
wherein the character presentation may be selected from ~~an a three-dimensional~~
avatar, a blue screen cutout of the character, no character presentation, an audio presentation, or
a plain-video presentation, the presentation control further including capability to switch between
these character presentations during a session in the theater window.
 3. (Currently Amended) A rich media communication system, comprising:
a theater window having a representation associated with a person, the theater
having a media target onto which the person may direct media, the representation including at
least a selectable personalized three-dimensional avatar representation of the person based on
sensed geometric features of the person; and
a player ~~for presenting to present~~ the theater window to a remote location.

4. (Original) A rich media communication system as defined in claim 3, wherein the person may drop a predetermined theater into the theater window to generate a custom theater window.

5. (Original) A rich media communication system as defined in claim 3, wherein the person may drop an avatar into the theater window to generate an avatar image within the stage.

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6. (Original) A rich media communication system as defined in claim 3, wherein the theater includes a stage having a plurality of media targets, and rich media may be dropped on the stage for display in the media targets.

7. (Original) A rich media communication system as defined in claim 6, wherein media dropped onto the stage is presented in the first available media target.

8. (Original) A rich media communication system as defined in claim 6, wherein a still image is dropped onto a particular media target and the still image is shown presented in the particular media target.

9. (Original) A rich media communication system as defined in claim 6, wherein a video stream is dropped onto a particular media target and the video stream is shown presented in the particular media target.

10. (Original) A rich media communication system as defined in claim 6, wherein audio media dropped on the stage is played by the system.

11. (Currently Amended) A rich media communication system, comprising:
a theater having a background presentation scene with rich media targets,
including capability to provide a non-real-life-equivalent background presentation scene, and

having ~~an~~ a selectable three-dimensional avatar representation associated with a person, the avatar representation being driven by visual sensing of geometric features of the person; and
a player ~~for presenting to present~~ the theater at a remote location.

12. (Original) A rich media communication system as defined in claim 11, wherein the avatar representation may have selectable behaviors.

13. (Original) A rich media communication system as defined in claim 11, wherein the visual sensing is performed by a sensor using wavelet-based feature tracking.

14. (Original) A rich media communication system as defined in claim 13, wherein the tracking sensor may be trained with varying expressions of the person.

15. (Original) A rich media communication system as defined in claim 11, further comprising a module that allows construction of a personalized avatar representation which is based on an image of the person.

16. (Currently Amended) A rich media communication system, comprising:
a theater including a visual representation associated with a person; and
a communicator ~~for presenting to present~~ the theater to a remote location using a rich media messaging directory service, and to communicate rich media content for the theater.

17. (Currently Amended) A rich media communication system, comprising:
a theater ~~for providing to provide~~ rich media presentations which include a visual representation associated with a person, the theater being independent of other theaters that include visual representations associated with other persons; and
an online directory ~~for locating to locate~~ users capable of communicating with rich media presentations.

18. (Currently Amended) A rich media ~~client~~ communication system as defined in claim 17, wherein the directory includes a user's personalized address book

19. (Currently Amended) A rich media ~~client~~ communication system as defined in claim 17, wherein the directory includes a listing of users.

a4 20. (Currently Amended) A rich media ~~client~~ communication system as defined in claim 17, wherein the directory includes a rich media card having a user's rich media communication parameters for communicating with the user.

21. (Currently Amended) A rich media ~~client~~ communication system as defined in claim 20, wherein the rich media card of a user may be transmitted to another user.

22. (Currently Amended) A rich media ~~client~~ communication system as defined in claim 20, wherein a user's rich media card may be requested by another user.

23. (Currently Amended) A rich media ~~client~~ communication system as defined in claim 17, wherein the directory includes user blocking wherein a user may block rich media communications from selected other users.

24. (Original) A rich media communication system, comprising a status window indicating rich media communications received, the user's visibility to other users, the user's availability to other users, and the user's automatic response to rich media communication messages from other users.

25. (Currently Amended) A rich media communication system, comprising:
a rich media client ~~for communicating to~~ communicate rich media communications between users, and

a directory ~~for organizing to organize~~ rich media communication users into ~~user~~
~~defined~~ user-defined communities, each user being associated with their own respective
independent theater having rich media content.

26. (Original) A rich media communication system as defined in claim 25,
wherein the communities are organized in hierarchical levels.

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wherein predetermined hierarchical levels are associated with a user who acts as a moderator for
the level.

28. (Currently Amended) A rich media communication system as defined in
claim 27, wherein the moderator may control access to the associated level including blocking of
a particular user accessing ~~the~~ a room.

29. (Original) A rich media communication system as defined in claim 27,
wherein the hierarchical levels comprise cities, where the cities include neighborhoods, the
neighborhoods include houses, and the houses have rooms.

30. (Currently Amended) A rich media communication system, comprising:
a theater window having a representation associated with a person, the theater
window having a stage onto which the person may direct rich media and being independent of
other theater windows having representations associated with other persons; and
a client ~~for publishing to publish~~ the theater window to a rich media website.

31. (Original) A rich media communication system, comprising a message
center having a message reader, the message reader having a text message window and a rich
media presentation window, wherein the rich media window may be toggled off such that a user

may first read only the text message before requesting transmission of a rich media message for presentation in the presentation window.

32. (Original) A rich media communication system, comprising a monitor window that shows, to a person creating a rich media presentation, a live video image of the person, a blue screen cutout of the person, or a live video image of the person with sensing control points overlaid on the person's image to show feature tracking performance.

ad 33. (Currently Amended) A rich media communication system, comprising:
a server infrastructure ~~for providing to~~ provide web hosting, message hosting and communication services;
at least one content client that includes an authoring tool ~~for generating to~~ generate a rich media communication; and
a plurality of communicator clients ~~for displaying to display~~, using the server infrastructure, the rich media communication at remote locations.

34. (Original) A rich media communication system as defined in claim 33, wherein the communicator client includes a message center, a renderer, and an encoder.

35. (Currently Amended) A method for generating and rendering rich media communications, comprising:
receiving media elements from a plurality of media sources and generating a multiplexed rich media communication bit stream having the media elements;
transmitting the bit stream to a receiver;
decomposing the bit stream into separate rich media elements; and
rendering the rich media elements to generate a rich media theater.

36. (Currently Amended) A method for rich media communication, comprising:

providing a theater window having a background presentation scene; and

selecting a character for a presentation in the theater window, wherein the character presentation may be selected from ~~an~~ a three-dimensional avatar, a blue screen cutout of the character, an audio presentation, no character presentation, or a plain video presentation; and

providing capability to switch between these different character presentations during a session in the theater window.

37. (Currently Amended) A method for rich media communication, comprising:

providing a theater window having a representation associated with a person;

providing a media target in the theater window onto which the person may direct media and which is independent of other theater windows of other persons; and

presenting the theater window to a remote location.

38. (Currently Amended) A method for rich media communication, comprising:

providing a theater having a background presentation scene with rich media targets, including providing capability to select a background presentation scene that contains a non-real-life-equivalent background;

generating in the theater an avatar representation associated with a person;

driving the avatar representation by visual sensing of the person; and

presenting the theater including the avatar representation at a remote location.

39. (Currently Amended) A method for rich media communication, comprising:

providing a theater including a-selectable visual representation-representations associated with a person; and

presenting the theater to a remote location using a rich media messaging directory service; and

allowing switching between different visual representations during a session in the theater.

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40. (Currently Amended) A method for rich media communication, comprising:

providing rich media presentations which include a visual representation associated with a person, including providing capability to select a three-dimensional avatar representation of the person based on sensed geometric features of the person; and

locating users capable of communicating with the rich media presentations using an online directory.

41. (Currently Amended) A method of rich media communication, comprising:

providing a theater window having a representation associated with a person, the theater window having a stage onto which the person may direct rich media, the theater window being independent of other theater windows having stages on which other persons may direct rich media; and

publishing the theater window to a rich media website.

42. (New) A rich media communication system, comprising:

a theater having a background presentation scene with rich media targets and having an avatar representation associated with a person, the avatar representation being driven by visual sensing of the person;

a sensor to perform the visual sensing by using wavelet-based feature tracking;
and

a player to present the theater at a remote location.

43. (New) The rich media communication system of claim 42 wherein the sensor may be trained with varying expressions of the person.

44. (New) A rich media communication system, comprising:

a theater having a background presentation scene with rich media targets and having an avatar representation associated with a person, the avatar representation being driven by visual sensing of the person;

a player to present the theater at a remote location; and

a module that allows construction of a personalized avatar representation which is based on an image of the person.

45. (New) The rich media communication system of claim 44, further comprising a sensor to perform the visual sensing using wavelet-based feature tracking.

46. (New) A system, comprising:

a means for providing an independently customizable theater window having a representation associated with a person;

a means for providing a media target in the theater window onto which the person may direct media; and

a means for presenting the theater window to a remote location.

47. (New) The system of claim 46, further comprising:

a means for receiving media elements from a plurality of media sources and generating a multiplexed rich media communication bit stream;

a means for transmitting the bit stream to a receiver;

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a means for decomposing the bit stream into rich media elements; and
a means for rendering the rich media elements to generate the theater.

48. (New) The system of claim 46, further comprising additional means for
operating and for providing additional features for the theater.
